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NO DRAWINGS

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COMPLETE SPECIFICATION

Educational Card Game

I, EDWARD GELLES, a British subject, of The Priory, Priory Lane, London, S.W.15, do hereby declare the invention, for which I pray that a patent may be granted to me, and the method by which it is to be performed, to be particularly described in and by the following statement:—

This invention relates to apparatus for playing an educational card game.

An object of the invention is to provide apparatus for playing a card game through which the rudiments of languages may simply and entertainingly be acquired.

Accordingly the present invention provides apparatus for playing a card game comprising a pack of cards, each card bearing one or more words in a language or languages with its or their equivalents in another language and/or explanatory illustration, cards with different parts of speech such as nouns, pronouns, verbs, adjectives and adverbs, prepositions, and conjunctions being distinguished by different colours and/or other appropriate group symbols, and cards dealing with different sets of subjects being distinguished by different set numbers and/or other set symbols.

Conveniently the cards bear words in one foreign language together with their English equivalents.

Preferably the apparatus includes a playing board provided with demarcated areas on which cards may be placed, the demarcated areas being arranged in rows along which sentences formed by words on the cards are laid out during play and each row being identified with one of the subject sets of the cards. Suitably the board is also provided with appropriate areas on which piles of cards each formed by a separate group of cards may be placed.

A particular embodiment of apparatus for playing an educational card game according to the invention will now be described in

detail, but it is to be understood that this is merely by way of illustration.

An exemplary apparatus for use in learning a foreign language comprises a pack of cards and a playing board.

Depending on the language to be learnt, the pack of cards comprises 300—400 cards bearing 700—900 distinct words of a foreign language together with their English equivalents. Each card carries one or more words of the foreign language and some cards are duplicated. According to the part of speech represented by the word, or words, on each card, the cards are divided into six groups which are identified by different colours as follows:

Part of Speech	Colour of Card
Noun	White
Verb	Red
Adjective and Adverb	Blue
Pronoun	Beige
Preposition	Green
Conjunction	Yellow

Each card may deal with a single foreign word, with declension, conjugation or other grammatical variation of words, or with several words related in function or meaning, such as synonyms and antonyms.

The same word or words may appear on more than one card, and, if a word may be used in different parts of speech, the relevant card may be so used irrespective of the group colour of that card subject to the rules of play outlined below.

A group of cards may be subdivided into sets of cards bearing words which are related in some further way. For example, in the pack of cards here described, the group comprising cards bearing nouns is further divided into twelve sets according to the subject matter of the nouns. The noun

cards are numbered to indicate the subject matter set to which they belong as follows:—

Set No.	Subject Matter
5	1. Person
	2. Family
	3. Food and Drink
	4. Housing
	5. Clothes
10	6. Seasons and Calendar
	7. Geography, Flora and Fauna
	8. Travel
	9. Shopping and Sightseeing
	10. Culture and Entertainment
15	11. Commerce
	12. Science and Industry

For example, the nouns of set 6 above (Seasons and Calendar) might be arranged together on seven cards in the following combinations, the English equivalents only being given below:

Card	Words on Card
25	A earth sky sun moon star
	B weather cloud rain wind fog snow
	C season spring summer autumn winter
30	D time second minute hour day week month year
	E morning noon afternoon evening night midnight today yesterday tomorrow
	F 'days of the week'
	G 'months of the year'

This arrangement, therefore, envisages 52 nouns distributed over 7 cards.

35 For verbs, some cards will deal with the conjugation of one or two irregular verbs, while a number of related regular verbs may be arranged together on a single card.

40 For adjectives and adverbs, lists of colours or numbers are examples of sets of words which can be accommodated on a single card. Other examples are pairs of words such as: good & bad, wise & foolish, beautiful & ugly; or great & small, high & low, long & short, thick & thin.

45 For pronouns, a single card could accommodate a set of related words such as my, thy, his, her, our, your, their, singular and plural.

50 For prepositions and conjugations, pairs of related words may be arranged on the same card. Examples of such pairs are: over & under, inside & outside, before & after, and & or.

55 There will be particular need for the duplication of cards bearing frequently used words in the last three groups.

60 One or more players can play a card game using the apparatus of the invention. In one of a variety of possible modes of play using the above described apparatus, the

cards are separated into their coloured groups and each group of cards is placed in an unexposed pile on the area provided: therefor on the playing board. Players in turn take up a given number of cards from each of the separate piles of unexposed cards and then endeavour in their turn to lay out complete sentences consisting of more than a minimum number of words, and/or to add to sentences already laid out by themselves or by any other player in the course of which the cards of the existing sentence may be rearranged.

A player may also place a card or cards on top of cards of the same group already laid out, provided a coherent sentence remains after the superimposition. Cards can be superimposed on cards of like colour only. Where a plurality of words appears on a card which is laid out, one of these words must fit in meaning and syntax into the sentence formed by inclusion of the card. After forming sentences, the players in their turn take up a given number of cards from the piles of unexposed cards and the game continues, scores being awarded to players for the cards laid out by them in the formation of sentences.

The sentences are laid out along the rows of the playing board and a sentence laid out in a particular row must include a card or cards of the relevant subject matter set.

Clearly a game may be played using the pack of cards alone, the cards forming sentences being laid out on a table or other suitable flat surface.

It is envisaged that the cards in a particular group, in addition to being coloured, may also be distinguished by a group symbol; alternatively group symbols may be used alone instead of colouring the cards. Similarly different subject sets may be distinguished by other set symbols in addition to, or replacing, the set numbers.

It will be appreciated that the present invention provides an easy and entertaining way of acquiring a basic vocabulary in a foreign language, the absorption of facts and relationships between words being facilitated by repeated association of cards during play.

Basic rules of accidentance and syntax may be set out in accompanying rules of play for use with the apparatus of the invention.

WHAT I CLAIM IS:—

1. Apparatus for playing a card game comprising a pack of cards, each card bearing one or more words in a language or languages with its or their equivalent or equivalents in another language and/or explanatory illustration, cards with different parts of speech such as nouns, pronouns, verbs, adjectives and adverbs, prepositions, and conjunctions being distinguished by different colours and/or other appropriate group symbols, and cards dealing with different sets of subjects being dis-

tinguished by different set numbers and/or other set symbols.

2. Apparatus for playing a card game as claimed in claim 1, in which cards bear words in one foreign language together with their English equivalents.

3. Apparatus for playing a card game as claimed in claim 1 or claim 2, including a playing board with demarcated areas on which cards may be placed, the board being divided according to subject matter into rows along which sentences are laid out during play and

also having appropriate areas for the piles of cards representing different parts of speech.

4. Apparatus for playing a card game as claimed in claim 1 substantially as described. 15

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